ngl::Geometry

m_VAO
m_VBO
m_EBO
m_vertices
m_indices

+ ~Geometry()
+ Render()
+ RecalculateNormals()
+ GetVAO()
+ GetVBO()
+ GetEBO()
+ Intersects()
# SetupMesh()
# Geometry()

ngl::TerrainMesh

+ TerrainMesh()
+ ~TerrainMesh()
+ Init()
+ Init()
+ AddVertex()
+ AddVertex()
+ AddIndex()
+ FlipNormals()
+ Intersects()
# SetupMesh()